


CARNEGIE LEARNING - Software Introduction

Step 1: Connect to Internet

1. Click on the "Sound Symbol"  on the top right of your screen. *(It will be clear and white if you are NOT connected).*
2. Now click on **Open Internet Connect**
3. Once the program starts click on the orange lock that says **802.1X**. *If you do NOT see the locks at the top of the window, click on the "bubble" in the top right corner to expand the window.*
4. The next screen should already be filled in with "AIRPORT", "ASD-Wireless" or "Admin-wireless".
5. Now click on **Connect**.
6. Depending on the strength of the signal, it may take a while to connect. Once you are connected the "Sound Symbol" will turn black.
7. You may now click the **RED X** to close that window.
8. **REMEMBER:** When you are done with the internet you need to **Disconnect**
 - a. Click on the "Sound Symbol"
 - b. Click on **Open Internet Connect**
 - c. Click on **802.1X**
 - d. Click on **Disconnect**

Step 2: Connect to Website

- a) Open SAFARI or FIREFOX
- b) In the address box - type in: **CarnegieLearning.com**
- c) Once on the page - click on: **Carnegie Learning Online**
(this is in the upper right hand corner)
- d) You should now see the following screen



Step 3: Connect to Software

a) Click on the link entitled:

Launch the Software as a Student



b) The following box should launch

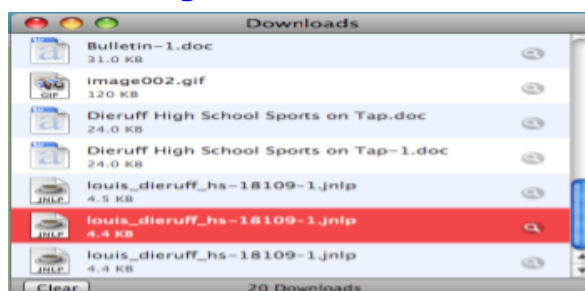
c) Type in the following School ID: **Louis Dieruff HS-18109**

d) The following box should launch

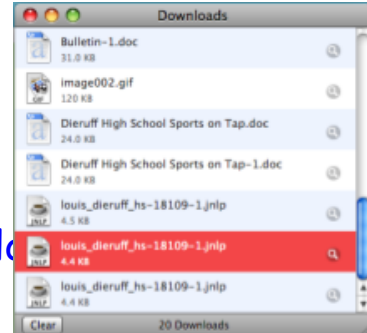
e) Click on the first blue box entitled: **Click to Launch Cognitive Tutor**



f) The following box MIGHT launch

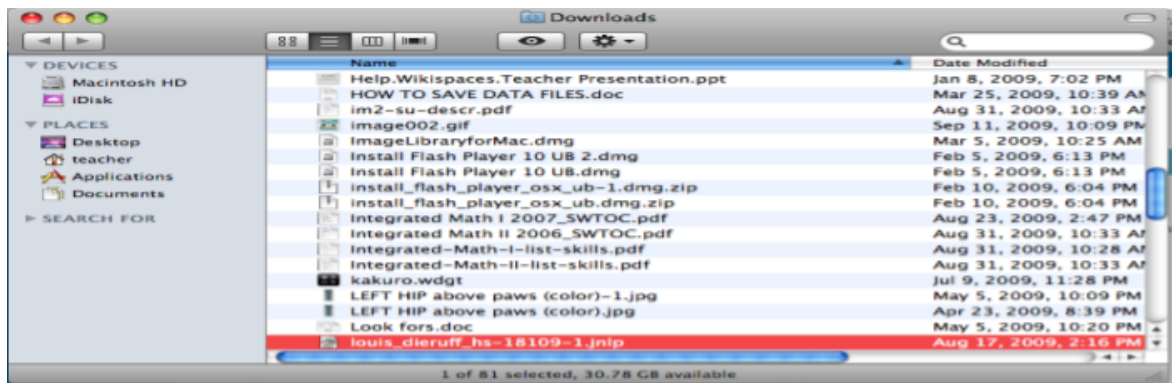


g) To open the actual software you must click on the magnifying glass next to the download entitled: **Louis Dieruff HS-18109**



h) This should take you to the actual download

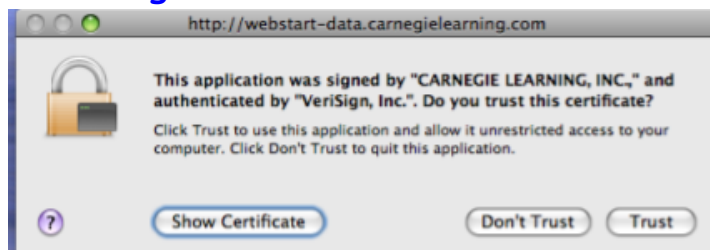
i) Once there you must drag the file to the desktop so that you do not have to repeat these steps again!!!



j) Once the item is on the desktop - Double click on the icon to open the software



k) The following box should launch



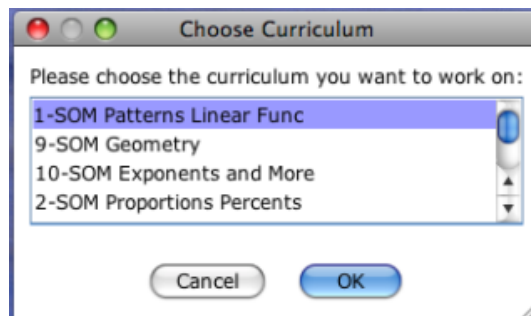
l) Click on **"TRUST"**

Step 4: Logging Into the Software

- a) When you launch the software you will be asked to log-in using a User Name



- b) All students have been pre-registered using their first and last names. This is your User Name.
- c) Type in your first name - space - last name:
Jessica Harris
- d) The following box should launch

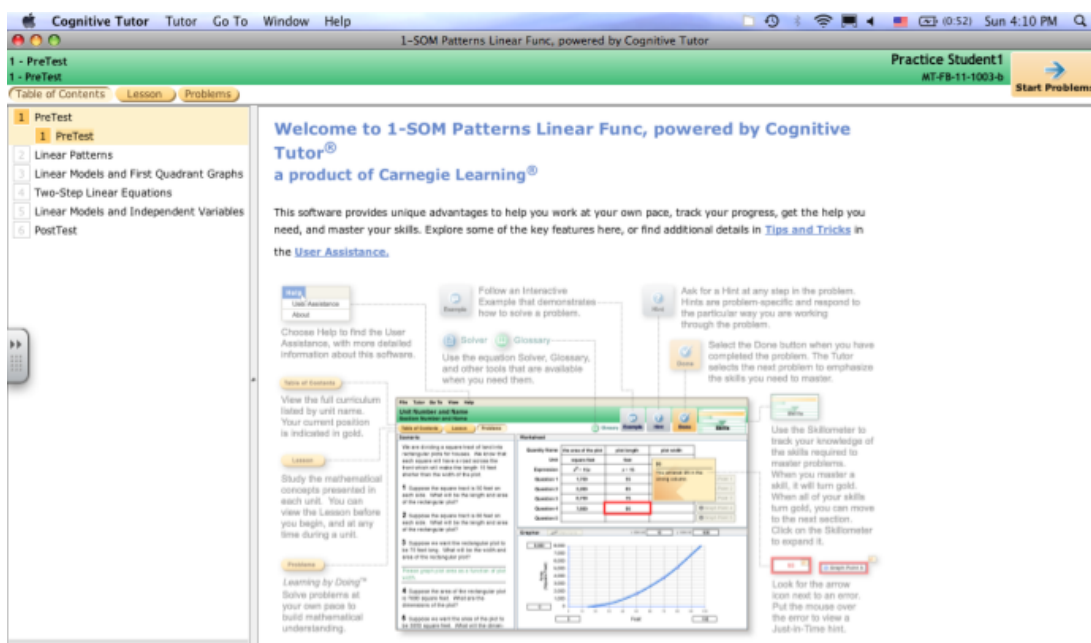


- e) This box is where you will see ALL the units you must complete
- f) Select Unit 1: **1-SOM Patterns Linear Func**

Step 5: Working on the Software

a) Each time you start a new unit - you must take a Pre-Test to determine your skill level. Each student is monitored individually.

b) This is the initial screen for Unit 1



c) In the top left-hand corner it tells you what unit and section you are currently working on.

1 - PreTest
1 - PreTest

d) In the top right-hand corner there are several different icons. The first one is your User Name and the title of the problem you are working on.

Practice Student1
MT-FB-11-1003-b

e) The next icon is a button to start the problems.



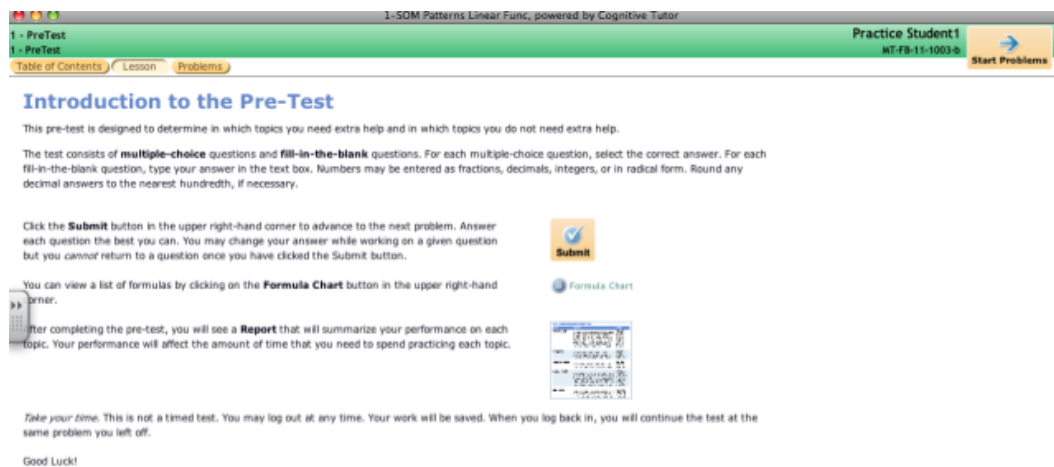
f) From this first page - there are three options

- * Table of Contents - this lists the unit and section titles for easy access
- * Lesson - this link takes you to an overview of the unit and an actual lesson with examples
- * Problems - this link is another way to start the set of problems

Problems

Step 6: The Lesson

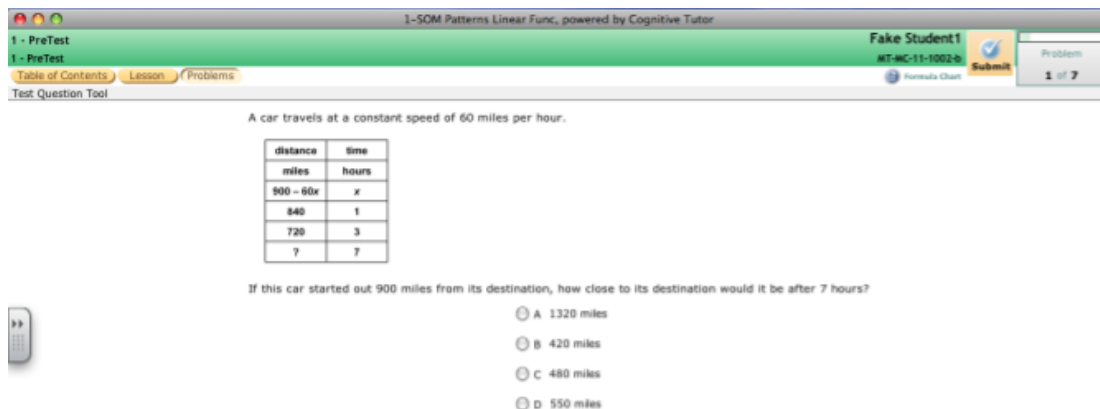
- a) If you click on the "LESSON" link, you will launch the overview of the current unit. This may include sample problems.



- b) After reading the LESSON - you must complete problems. There are two different links to start the problems. You may use either one.



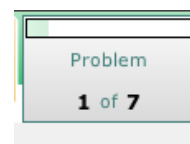
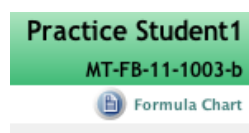
- c) Upon opening a problem the following screen will open.



- d) In the top left, you can see what unit and section you are on.

1 - PreTest
1 - PreTest

- e) In the top right, you see your name and several other links.



Step 7: The PROBLEMS

- a) The first link under your name is for a **FORMULA SHEET**. This includes conversions and math formulas.

Practice Student1

MT-FB-11-1003-b

Formula Chart

Mathematics Chart	
LENGTH	
Metric	Customary
1 meter = 100 centimeters	1 foot = 12 inches
1 kilometer = 1000 meters	1 mile = 5280 feet
	1 mile = 1760 yards
Metric/Customary	
2.54 centimeters = 1 inch	
1 meter = 1.09 yards	
1.61 kilometers = 1 mile	
CAPACITY AND VOLUME	
Metric	Customary
1 liter = 1000 milliliters	1 cup = 8 ounces
	1 pint = 2 cups
	1 quart = 2 pints
	1 gallon = 128 ounces
	1 gallon = 4 quarts
Metric/Customary	
3.79 liters = 1 gallon	
MASS AND WEIGHT	
Metric	Customary

Formula Chart

MASS AND WEIGHT	
Metric	Customary
1 gram = 1000 milligrams	1 pound = 16 ounces
1 kilogram = 1000 grams	1 ton = 2000 pounds
Metric/Customary	
1 kilogram = 2.20 pounds	
TIME	
1 minute = 60 seconds	
1 hour = 60 minutes	
1 day = 24 hours	
1 week = 7 days	
1 year = 52 weeks	
1 year = 12 months	
1 year = 365 days	

Formula Chart

OTHER		
Perimeter	rectangle	$P = 2l + 2w$ or $P = 2(l + w)$
Circumference	circle	$C = 2\pi r$ or $C = \pi d$
Area	rectangle	$A = lw$ or $A = bh$
	triangle	$A = \frac{1}{2}bh$ or $A = \frac{bh}{2}$
	trapezoid	$A = \frac{1}{2}(b_1 + b_2)h$ or $A = \frac{(b_1 + b_2)h}{2}$
	circle	$A = \pi r^2$
Surface Area	cube	$S = 6s^2$
	cylinder (lateral)	$S = 2\pi rh$
	cylinder (total)	$S = 2\pi rh + 2\pi r^2$ or $S = 2\pi r(h + r)$
	cone (lateral)	$S = \pi r\ell$
	cone (total)	$S = \pi r\ell + \pi r^2$ or $S = \pi r(\ell + r)$
	sphere	$S = 4\pi r^2$
Volume	prism or cylinder	$V = Bh$
	pyramid or cone	$V = \frac{1}{3}Bh$
	sphere	$V = \frac{4}{3}\pi r^3$

Formula Chart

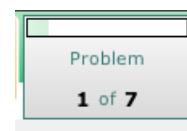
*B represents the area of the Base of a solid figure. / represents the slant height.

Pi	π	$\pi = 3.14$ or $\pi = \frac{22}{7}$
Pythagorean Theorem		$a^2 + b^2 = c^2$
Distance Formula		$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$
Slope of a Line		$m = \frac{y_2 - y_1}{x_2 - x_1}$
Midpoint Formula		$M = \left(\frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2} \right)$
Quadratic Formula		$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$
Slope-Intercept Form of an Equation		$y = mx + b$
Point-Slope Form of an Equation		$y - y_1 = m(x - x_1)$
Standard Form of an Equation		$Ax + By = C$
Simple Interest Formula		$I = prt$

- b) The second link next to your name is the **SUBMIT** button. Only press this button once you are completely finished with a problem.



- c) The third link is the **PROBLEM/SKILLS BOX**. This box tells you how many **PROBLEMS** you have completed during the pre-test. It later will tell you the **SKILLS** you have mastered during a regular lesson.



Step 8: After the PreTest

a) After completing the pre-test, you will see a list of skills for the unit. It will then tell you what level you are currently at for the skills.

STUDENT SKILLS ASSESSMENT BY STRAND		
Assessment Results		
STRAND	SUBTOPIC	PreTest (6 of 7)
ALGEBRA	Graphing Linear Equations Solving Linear Equations Writing Linear Equations	Advanced (6 of 7) Advanced Advanced Proficient

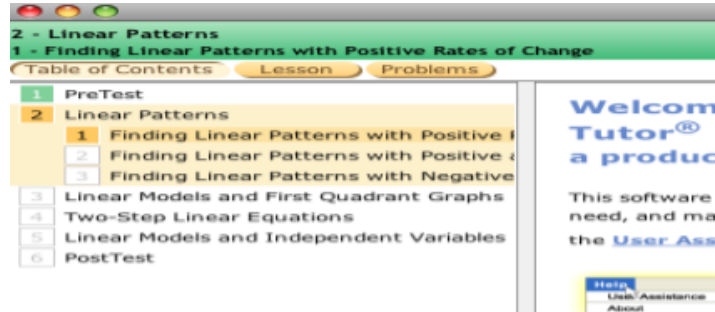
You have completed the pre-test. Press "Continue" to begin the next unit.

Continue

b) SHOW THIS SCREEN TO YOUR TEACHER!!!

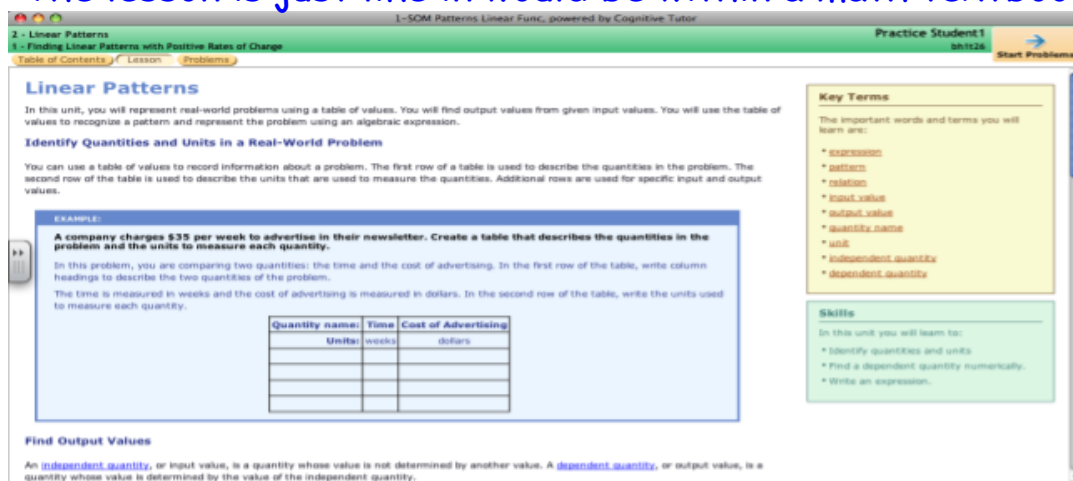
Step 9: The UNIT & LESSONS

- a) The initial page of the Unit is set up much like the introduction to the Pre-Test. The table of Contents will be on the left.

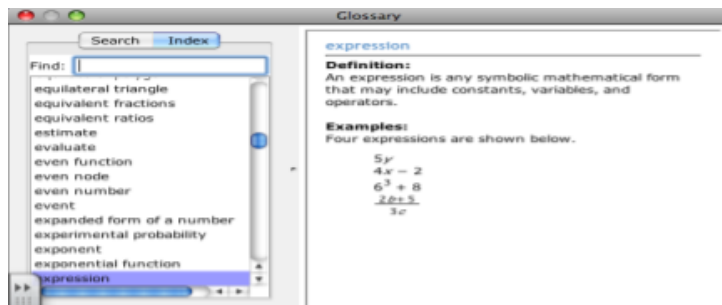


- b) Now that you are starting an actual Lesson - there are new things available to you.

- c) The lesson is just like it would be within a math textbook.



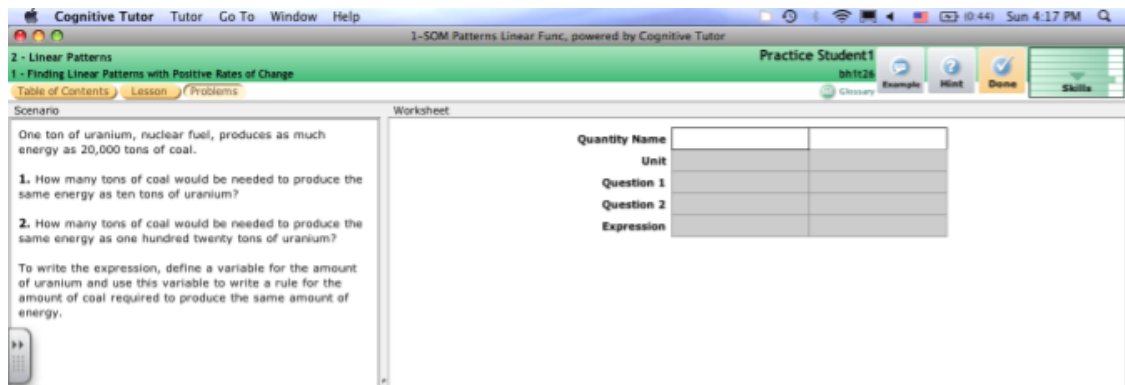
- d) On the right of the lesson, there is a KEY TERMS box in which you can click on a word to read the actual definition.



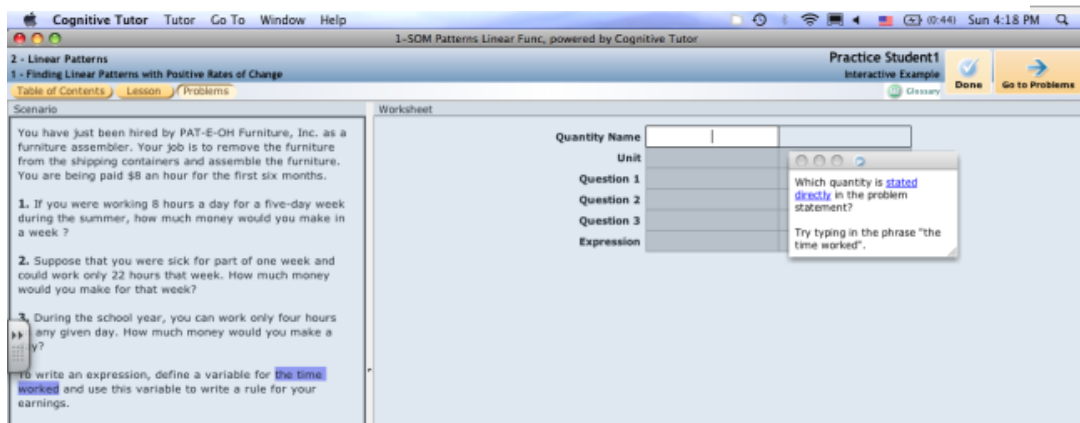
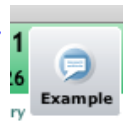
- e) Under the Key Terms, there is also a box listing the SKILLS taught in this section.

Step 10: The UNIT & PROBLEMS

- a) After clicking on the START PROBLEMS button, the following screen should open.



- b) The actual SCENARIO/problem and questions is on the left hand side.
- c) The WORKSHEET on the right is where you will type in your answers.
- d) At the top right-hand side of the screen are several new options: EXAMPLE, HINT, DONE, & SKILLS.
- e) If you click on the EXAMPLE button, you will access an "interactive example" which will work through a sample problem with you - one step at a time.



BASIC HINTS / SHORTCUTS:

(During the actual units)

- a) When typing in the QUANTITY NAMES in the chart, read the bottom of the SCENARIO for the exact wording.

To write the expression, define a variable for the amount of uranium and use this variable to write a rule for the amount of coal required to produce the same amount of energy.

- b) When performing an operation for the final answer, type the actual operation in the box and the software will perform the calculation.

Quantity Name	uranium	amount of coal
Unit	tons	tons
Question 1	10	10*20000
Question 2		
Expression		

10 * 20,000

- c) When you are working on a question in the scenario - it will be highlighted.

Scenario

Works

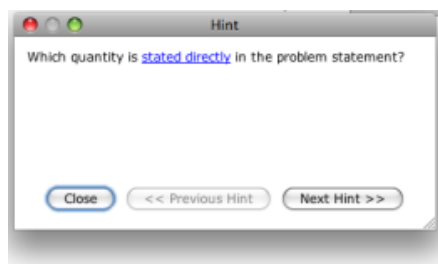
One ton of uranium, nuclear fuel, produces as much energy as 20,000 tons of coal.

1. How many tons of coal would be needed to produce the same energy as ten tons of uranium?

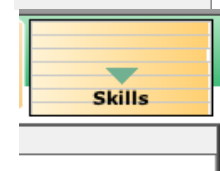
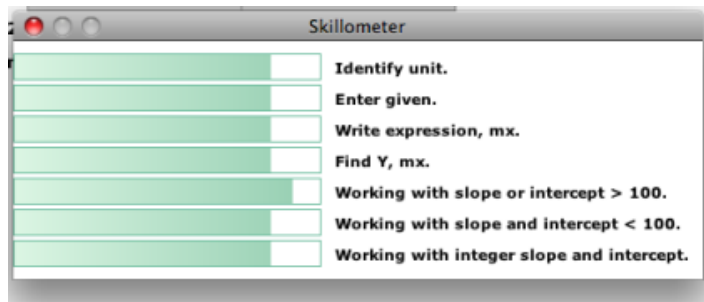
NOW.....

TAKE YOUR TIME
&
ENJOY THE SOFTWARE PROGRAM!!!!

- f) If you click on the HINT button, a small hint will pop-up on your current screen



- g) If you click on the SKILLS button, a large pop-up window will appear listing the skills in this section and a GREEN bar representing your skill level. As you complete problems, the bar will move to the right and eventually turn GOLD when you have mastered the skill.



- h) After you have completed the problem correctly (no red marks), you must click on the DONE button to move to the next problem.